

The Ape of Archan is ending. Alighty were of magic rage and monsters town the elements httngry for power and prey. The doors of Apocalypse shadows alt, Change is at hand and the barrie would find an end. This is that barrie. The ending is yours.





SPECIAL FEATURES

- Effected buildeonstants for Earth, Water. Air and Fine.
 - conjuring Adepts on each side
 - @ Play the Computer to/Doubli or a friend

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Programmed by Freq Fall Associates

Screen shots taken from Atari varsion Commodore is a requirered frade mark of Commodorg Business Machings Limited

Joystick required



ARCHONII:

from Electronic Arte







TO LOAD

Torn on your nomonier and insert caseette. Press SHIFT and RUN/STOP logether.

TO SELECT NUMBER OF PLAYERS AND WHO MOVES FIRST

Use 15 and 13 to produce choines. Press 17 when you're raiedy to pley Or welt awhile and the nemonier will book playing a game ageinst risell. Noto: Sinna the plever who meves liral hes en edventage, the player who moves snrond renelves edditionel magical energy to keep play evenly balanced.

TO CHOOSE LEVELS FOR EACH PLAYER

Bolore pressing Start te healn playing, press the RUN/STOP key to prednne hendinepping eptions, than nea f3 to pink e leval ler Chaocend IS to pink ene fer Order. Press Q to reinrn To the menu of player/move nhomns.

Beginnars start with more magical energy, Advenned players start with less. And the lower a plever's rank nempated te an oppenoni'e, the slower the eppenent'e inone will move. The slower thair missites with frevot and the longer it takes tham to etteck. Fet the widest hendicapping corned in a game, choose Advenned fer the most exilling plever and Baginner fer the

HOW TO MOVE ICONS ON THE STRATEGY BOARD.

Uso a teyslink in part 1 to control the Cheos inens and one in part 2 te nentrel lha Ordnr mons.

When it's your lum, the selection frame will appear on year aide of the board. Use the joystink to place it over the inon you want to meve and prass the button. Naxt, use the stink to meve the inon for the frame again in the case of Adepts) to The desired lonalion end pross the botton egeln.

If you change your mind, press the brillion agein bolorn you meye the inon. For additional information about board's movement rules, eee MOVEMENT sentron.

HOW TO MOVE AND FIGHT ON THE BATTLEGROUND

When you meyn into a epane ochapied by an opposing inon. you must light fer the disputed tetritory. Use your joystink to move your piece. To live, move the stink in the direction you want to aim end press the button at the same time. See COMBAT TIPS for mere information, (Note, Whon you play egainst the nempoter, your Wraiths will be visible. Smne the compulet knows where they are, it seams only left that you know as well.)

HOW TO CAST SPELLS

Plane the Irame over an Adeol and press the brition, thrin prose if egain. Mova the joystink forward and bankward to actoll through the list of spelle. Press the britton when you aee the spell ven want.

II you obange year mind, phones Cesse Conjuring, II you nhenge it in mid-spoll, move the Irema over your cliedel and grees the hotton

Caeling spells nost magin energy Occupying powar points Innraasee year onergy. The amount of energy yen heve re shown by the bar thet appears next to the board when it's your turn te move. Soo MAGIC SPELLS, tha SPELL LIST and the MAGICAL ENERGY CHART for more information about spelle and energy, (Nele: If you lose all your Adopts, the Apecalypse spoll is enformaticelly invoked.)

TO START OVER IN THE MIDDLE OF A GAME

Press Q to return te the player/move menn phoices.

TO PAUSE A GAME to PROGRESS

Press the RUN/STOP key. Prees it appeln to recome playing. Mrisin (Theme from Adapt) (2) 1984 by T.V. Dunbar.

THE TWO SCREENS

The geme is played on two spreens. On one - the main board you end your opponent (homen or nompoter) leke incos menonvering your pieces (called (cons) into lavenreble pes-

When you move to elspeno elseedy econolog by one of your opponent's Icons, the geme shrifs to the excend display, the battleground. There you must light a lad-antion battle to driarming which icon will return to the board in possession of the disonled nositien.

THE MOVES

You begin the game with 4 Adepte en a side. On each Inm you may use whetever medinel energy ven heve left to: 1) move en-Adapt of 2) use an Adept to cast e spell (including Summon which lete yet bring naw inons into the geme) or 3) move an icon nenjnred np (with e Snmmon apell) on e pravions Inrn.

You win it yen onnapy ell elx power points al enca er il yen triumph in the Aponelypae (eveneble with a agentel spell). You elso win II vonr opponent runs eni ol maoinel onergy or mons.

THE BOARD

The main board le composed of four bands representing the nlasemel alements of Earth, Water, Air and Fire, Additionally There are four sonareewhinh are nel part of any band. Two ate blenk, nentral sonares representing the Void. The ethers are nitedels, the home squates of Otdet and Cheos. While the Void squares can be onnupled by linens and like any position. in the lenr bands, the nrtadels remein empty throughout the ariolasoli &

To validate this voucher please fill in all the details below in BLOCK CAPITALS.

Move the joystink torwoid and binkward to gloduro the ditinent inbeines destribed in the Spell Let. Press the ditton to spient the one yen want. It yen change your mind end deride you would tallet move the Adapt (or enothin inon) instead, seloni "CANCEL SPELL". To concel a spell alter you've ofreedy selented it with a drift on pish, move the tieme you've of ready selented it with a drift on pish, move the tieme you've yen cladin and pross the britten agoin.

Magin lies of the heart of the ontion – and so does the tent that It nosts. The amount of meginal energy yon have (shown by a vortical bat next to the board when it's yon funn series throughout the game. Yon gain energy from each power point yon onnupy and – for the first low Inms only – from your homo clipdel.

Moving loons is mostly live, bril it takes moglinol energy to maintain ownh Demon and Elemental on your side and shibstandol emonnis to nast spells. The nost of different entires is shown by the mork which appears naxt to the onergy box os you explore you options. You will not be ollowed to take antions you do not hove onendhorously for.

The offents of spells or elimited to the element the conjuring Adopt is on. Adopto neuron in its spells from a Void squero and Adopts or eliminato to oll spells except Hhot.

THE SPELL LIST

SUMMON - This to lar and away the spell you will nee meet often. When you solon! If you may nhoose among 4 Elemonlois and 4 Damons dy moving the I tame I from monster to monster. The cost in energy goes up as you move up the notion to inhoine.

Romandar, Adopt magin works only within the element of the conjuring Adopt. An Adopt in Flio nonnot, for Indianno,

Somemon an inon to the dond of Earth.
You may common an icon and directly affect an opposing

non, bit it takes extra megical energy to do so. And Adepts are immine from sinh ottanks. For them, you must use icons already on the board.

HEAL - Thio opell notes half of an inon's wounde and all paralysis.

WEAKEN - Use this to nul an enemy icon's chitentillespon in hell.

IMPRISON - Cast this spell and the imprisoned into name to moved. The nest of mobilalining imprisoned icons lails on the imprisoner and not the original conjurer.

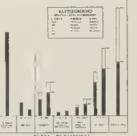
RELEASE - Use this when you can no longer allord to keep on icon imprisoned - or no longer need to.

BANISH - Very expensive to cest. On the other hand, on loon you not it delive han be very expensive to try to live with. And onnupted powor pointo on olomonts without Adepts make very lompting largets.

APOCALYPSE - Thio spoil beging a dattle that ends the game. In that apocalyptin beltie, your icon's litespon, missile power,

end missilo opoed dopend on your meginal energy, inons romaining, and Adepts totil, respectively. Use to put a hopolessly overwholmod enemy and of his or her missery or as an act of eniclidal desperation.

"ADEPT" MAGICAL ENERGY



ELEM = ELEMENTAL



DEMON



COMBAT TIPS

ATTACK METHODS - On the battleground, incos hurl, hammer, flame, sinc, liting, stare and otherwise harass the enemy in

whelever direction you move the loystink while simultaneously present the dritten (see the hints index Attack Styles delow for some exneptions and variotions.) The lifetines of either and of the ones indicate the content literopm (health/strength) of the two bottling inons. When on loon is wounded, its moinhing titeline is reduced, whom its liteline to gone, the loon is deed, the dottle over. IMPORTANT: Exneption the Jnggeneral and the Wialth, you cannot move icons while pressing the joystink britten.

THE ATTACK INTERVAL - Comdet is fest but you nan't find the awoy as ropidly as your linger intelligent. It lakes a moment effet all to nonjulo a whitelyind or gonerote

a lidal wovo. Al the

exent mement yon; jeyetink dotten can lannah enether

offeck, The compiler

rings a bell - a high note for Ordor, a lower one for Choos.

ATTACK STYLES - Each man to most effontive when it is used in Inlandity - or of loost neutrol - elemento and when its special strengths and weaknesses are understood and explaited. You will mostly toam what you need to know paintiffly on the dattleground. The hints befow are infonded only to help you begin thinking about how to use the 6 icons which have the most unusual ollack styles.

1 – Adept missiles non be steered oo long as you hold the button down. Of nonroo, Adopto named move as long as the drillon is down. Nothing comes free.

2 - The Gorgon does not wound; if porotyzos. After every hill from a Gorgon boye deem, an icon moves more clowly. When a licenture is procured to the control of the contro

It can no longer move, it dies.

3 - Wallins are not nine. They are invisible except when

They for Invited the Tribustion of the Wall of the Tribustion of t

ontered them.

They can be devestating in the hondool the skillfol.

4 - When the Fliebird explodes it cannot de hort not non it move. But unlike Authon's Phoenix, you not end the explosion early by roleasing the dutter.

5 - Sliené don't hevo to aim. Piess the button and they start singing and their opporants start dying. If you're attacked by one, don't waste time woodering what to do or the problem will be colved for you.

6 – Juggerssuls are in allent their own missiles, in "missile" mode, they only trovol in straight lines and they are invulnetable – except to the one of the Suon.